

----- BIG BROTHER'S SPECIAL RULES:-----
EVERYWHERE DIPLOMACY:

After inventing the United States Diplomacy & formulating the rules, and publishing same on 15 October 1972, and playing over 100 Games of it mostly with Hal Naus & Conrad von Metzke I decided to try the same system & rules on other maps! We started out first on a map of Central & South America. Then to a map of Europe & Asia. Then maps of Africa, Central Europe, Europe, the world, Pennsylvania (which with its 67 counties made an excellent game!) & even the township map of Clarion County. (Conrad at this point jokingly suggested a street map of Jamul!). Seriously the possibilities are unlimited. Some great fun & entertainment are here. Hal has been buying new maps at his bookstore and has really caught the bug. Hal & I spend on average of twice a week spending whole evenings playing many of our created games. Hal's favorite is called the "MOSES" game which he threatens to run by mail. (Hal was the first gamesmaster to want to run the U.S. Variant by mail in his "Brave New World".)

BASIC RULES OF EVERYWHERE DIPLOMACY:

- 1) In so far as possible the 1971 basic Diplomacy rulebook is used.
- 2) We only use Armies in these variants.
- 3) Any number may play from two to ten or so.
- 4) Use any good large map with clearly defined borders.
- 5) Before the game take a black marking pen and clearly define all the borders that you are going to use in the game.
- 6) Each player prepares a list of "provinces" including 3 for each player in the game. The top 3 provinces in each list without conflicts become each players' home supply centers. (See rules #17 & #18)
- 7) All provinces are treated as supply centers after a fall move.
- 8) A player may only build on his original three provinces. If he loses any he should recapture them if possible. If he loses all he automatically loses the game.
- 9) In larger (world) games we have increased to 4 home provinces.
- 10) A player cannot possibly increase by more than 3 Armies each winter build season. (Except world games which are 4.)
- 11) Count the number of provinces which you have clearly defined in no. 5 above. The first player to have a majority of these under his control, and full of Armies, after a fall move WINS!
- 12) If there are two or three players it is a cutthroat game with no Diplomacy between players. If there are more than 4 then any Diplomacy is allowed between willing players. (Also between unwilling players if enough differences in size or condition!)
- 13) Rivers may be crossed at will. Also canals.
- 14) Lakes, Seas, Gulfs, & Oceans may not be crossed except in the "Moses" games when pre-agreed and crossing points marked. (ie RISK).
- 15) Movements & supports may be made, as in Diplomacy, between provinces with common borders.
- 16) If two straight lines intersect, Diagonal moves & supports are legal. (ie the U.S. Variant, Arizona may move to Colorado, & Utah may move to New Mexico, and vice versa. Supports OK also.)
- 17) Example of #6. If a player lists Penna. as #1 and another lists it as #2 then the first player gets Pa. and the rest cross it off.
- 18) Example of #6. If two, or more, players list Calif. as no. 3 then both cross it off thier lists but this does not affect some other player who listed it in another position. (Use #17 again if needed.)